

Ring QuestTM

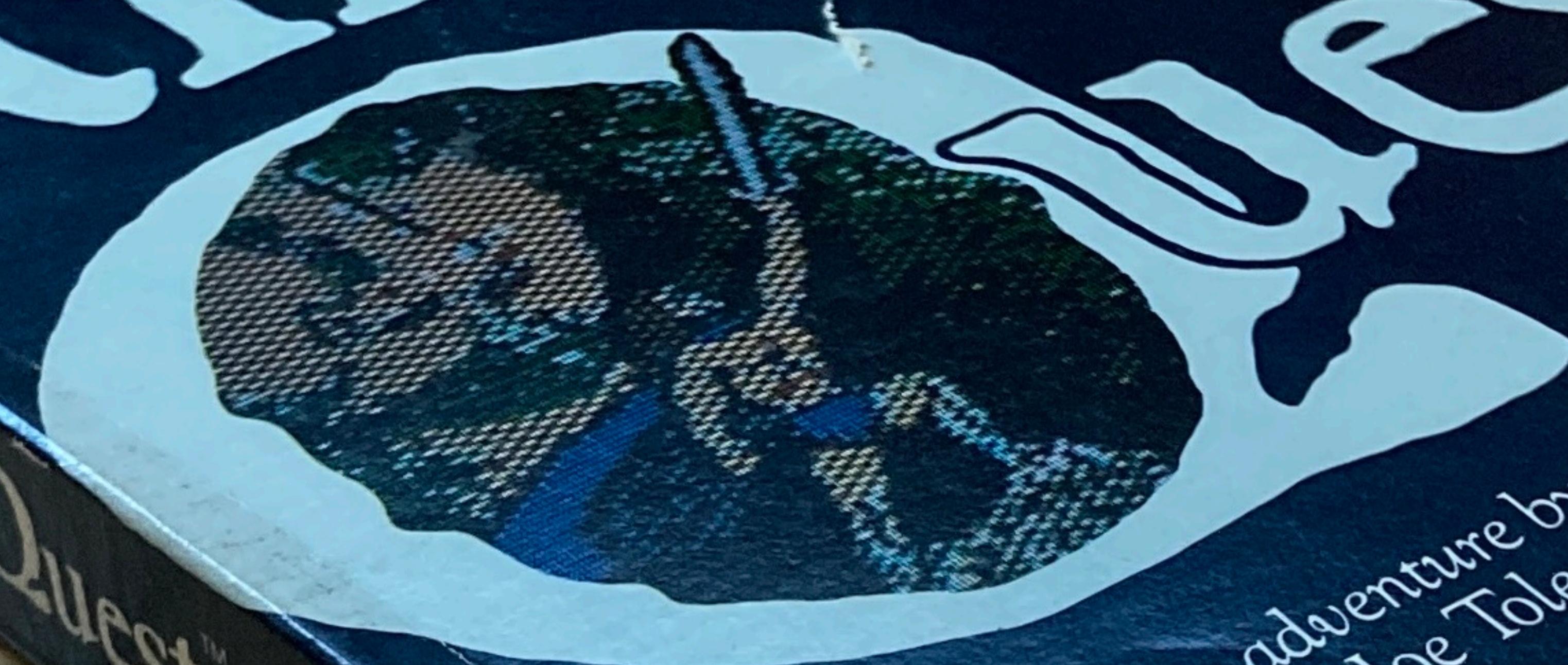
*A graphics adventure by Dallas Snell, Joel Ellis Rea,
Joe Toler, and Ron Goebel*

APPLE

64K required

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software**TM
the graphics people

Ringo Quest



A graphics adventure by Dallas Snell, Joel Ellis Rea,
Joe Toler, and Ron Goebel

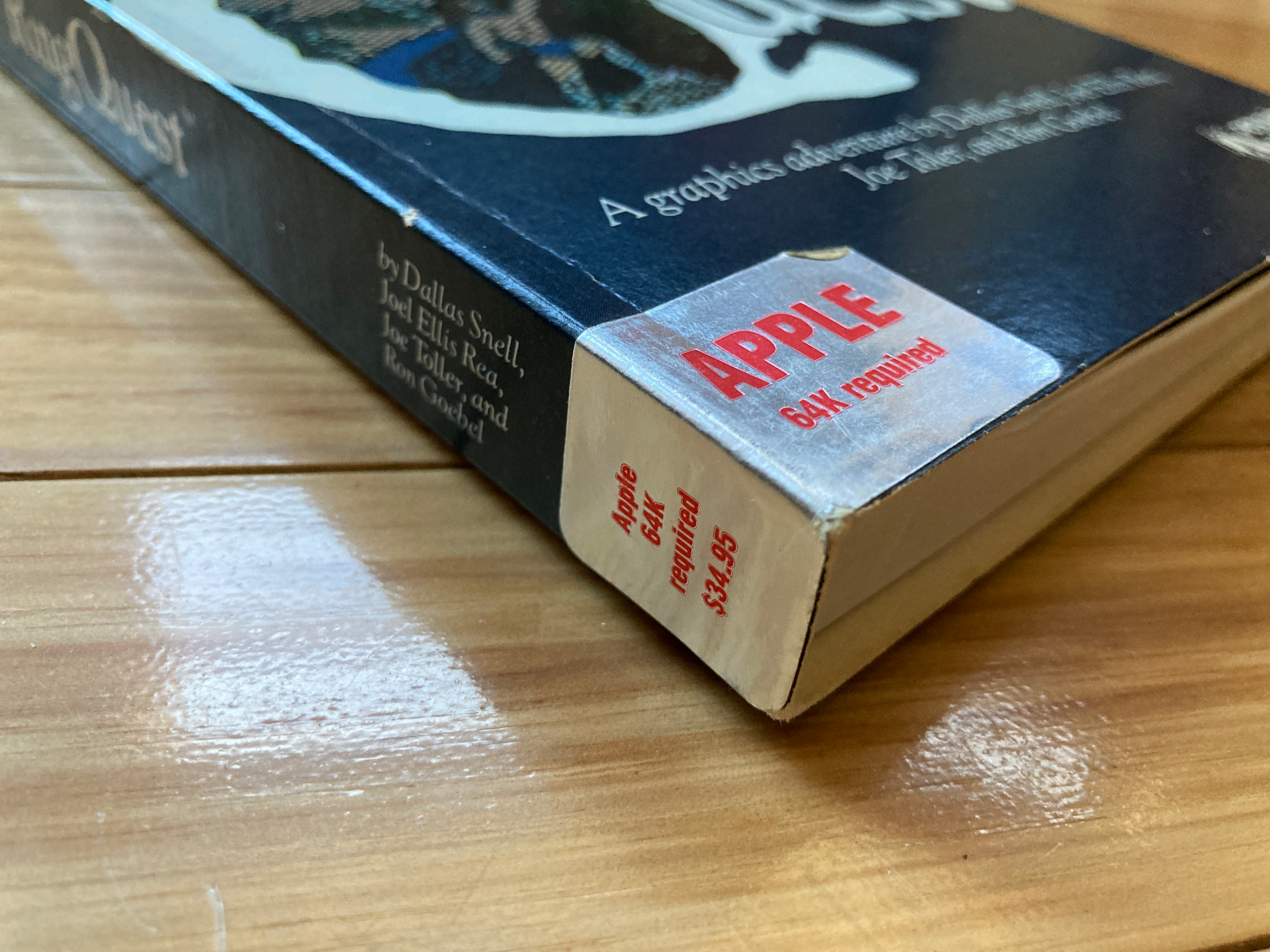


RingoQuest™

by Dallas Snell,
Joel Ellis Rea,
Joe Toler, and
Ron Goebel

APPLE
64K required

Apple
64K
required
\$34.95

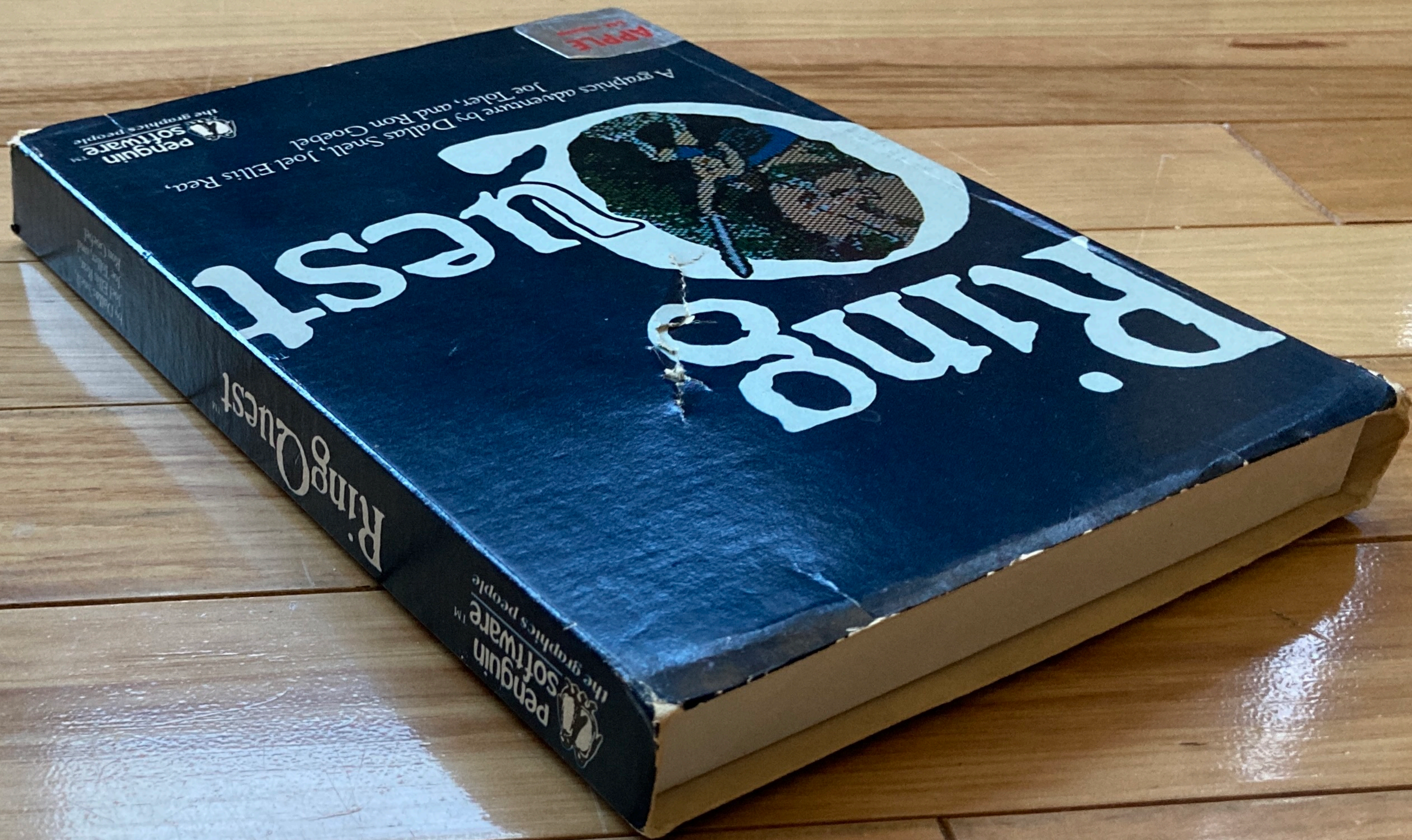


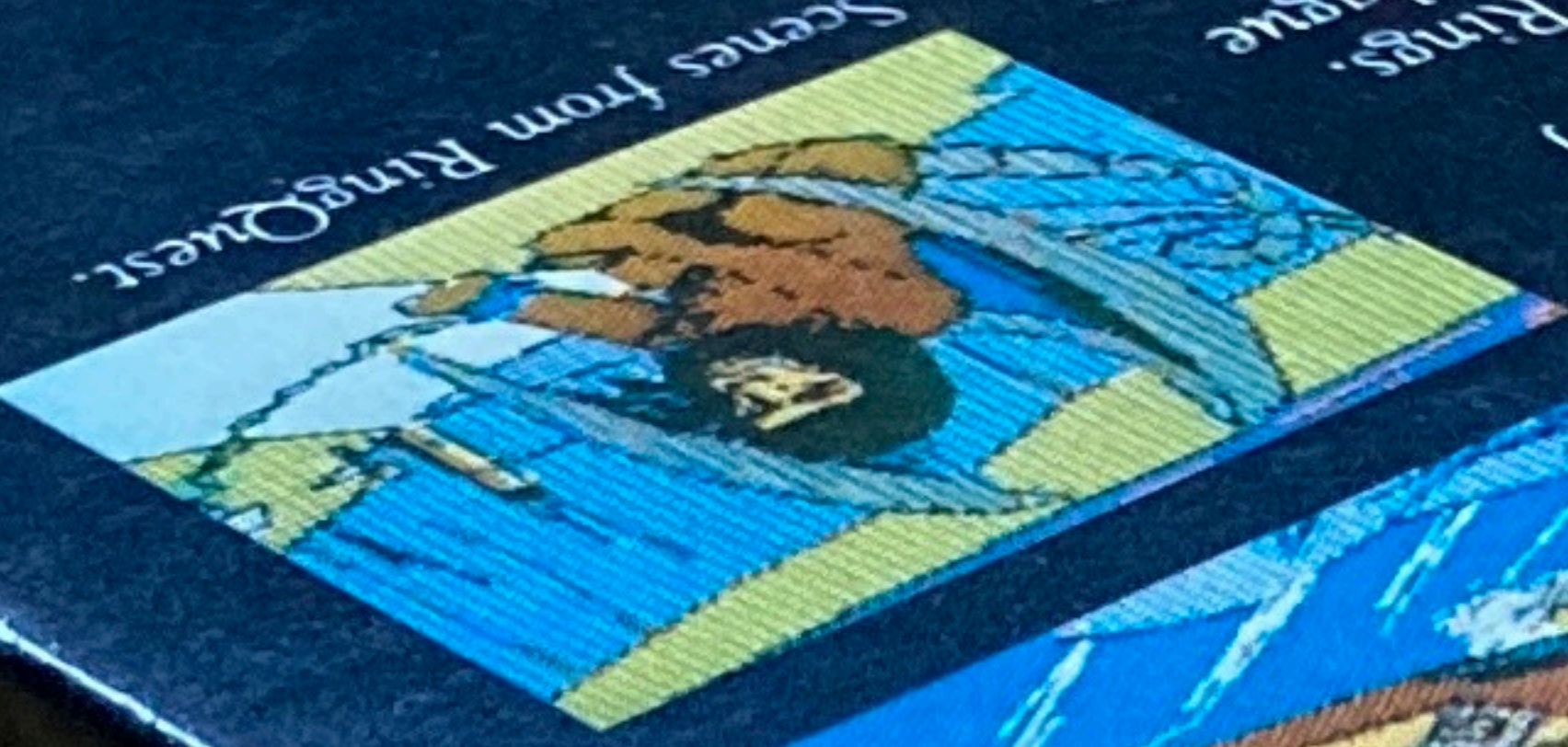
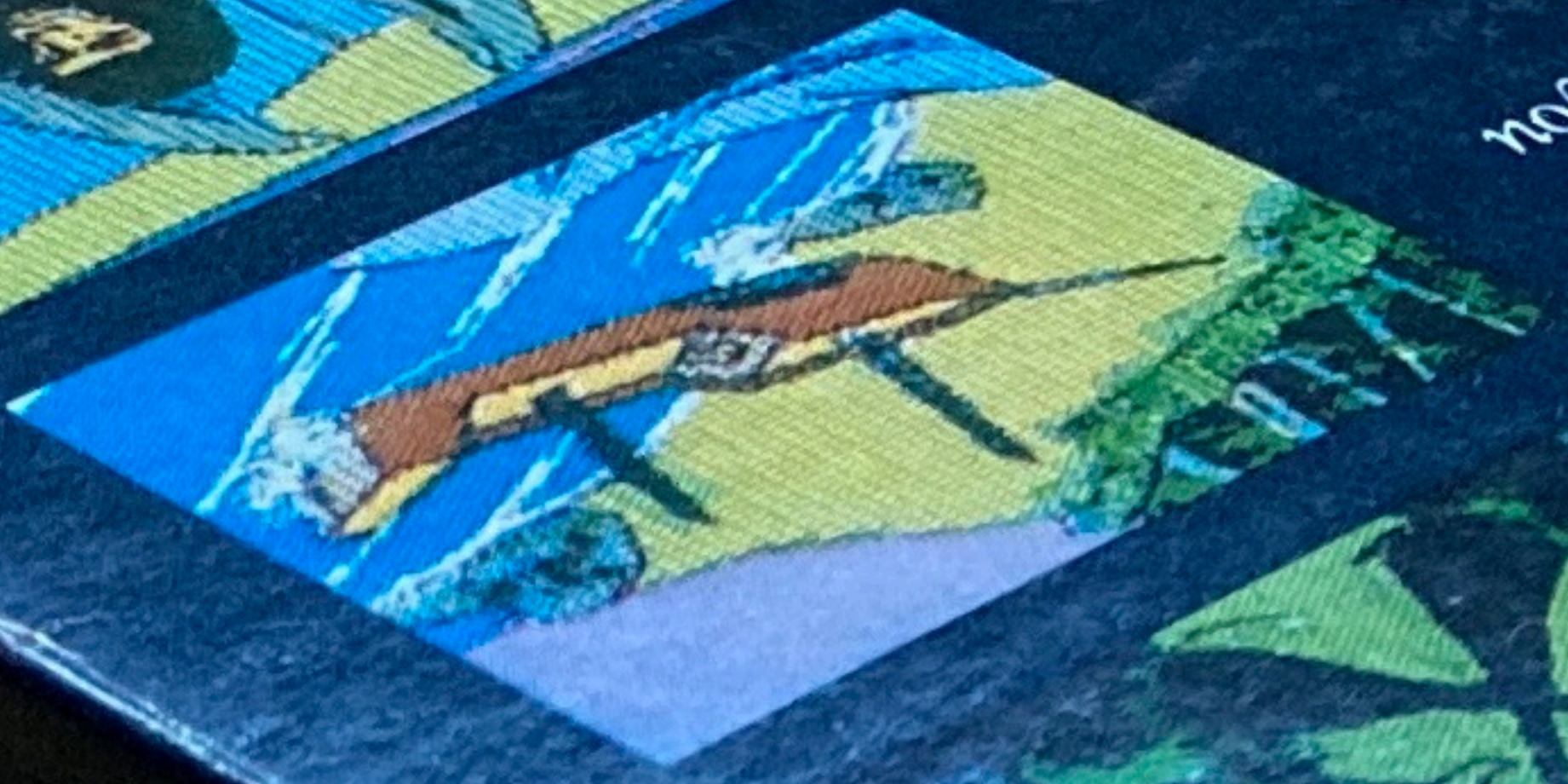
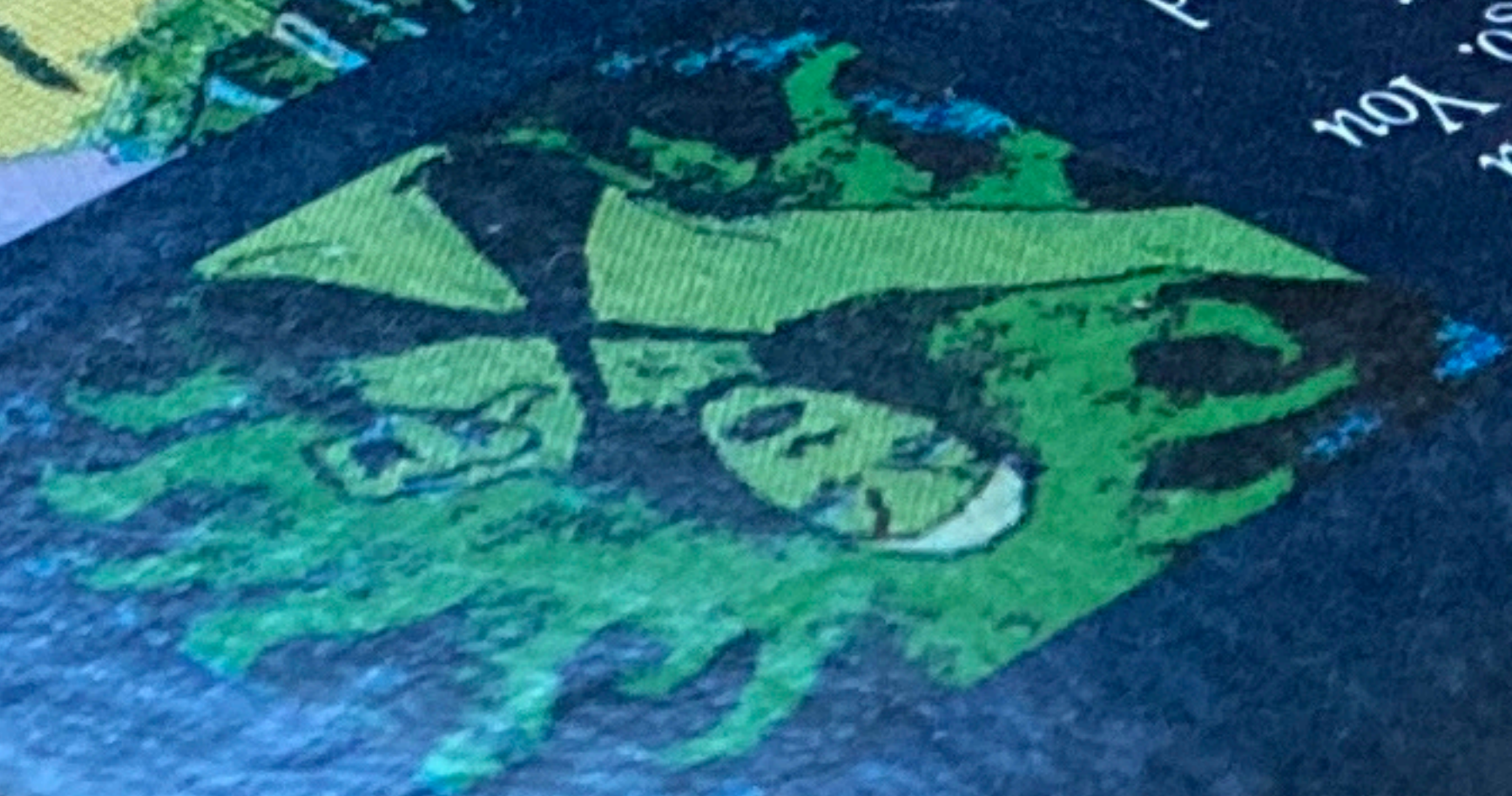
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an adventure game you are put in a fictitious world inside the computer. The computer shows you where you are, what you see, and where you can go. You travel around and do things by giving the computer commands such as "Look at the Tree," "Take the Sword and Kill the Ogre," and so on. The computer then shows you the result of your action and waits for your next instruction. The object of an adventure game is to accomplish something in particular using some of the objects you find and solving puzzles.

Scenes



1. **Author:** [Name]
 2. **Title:** [Title]
 3. **Year:** [Year]

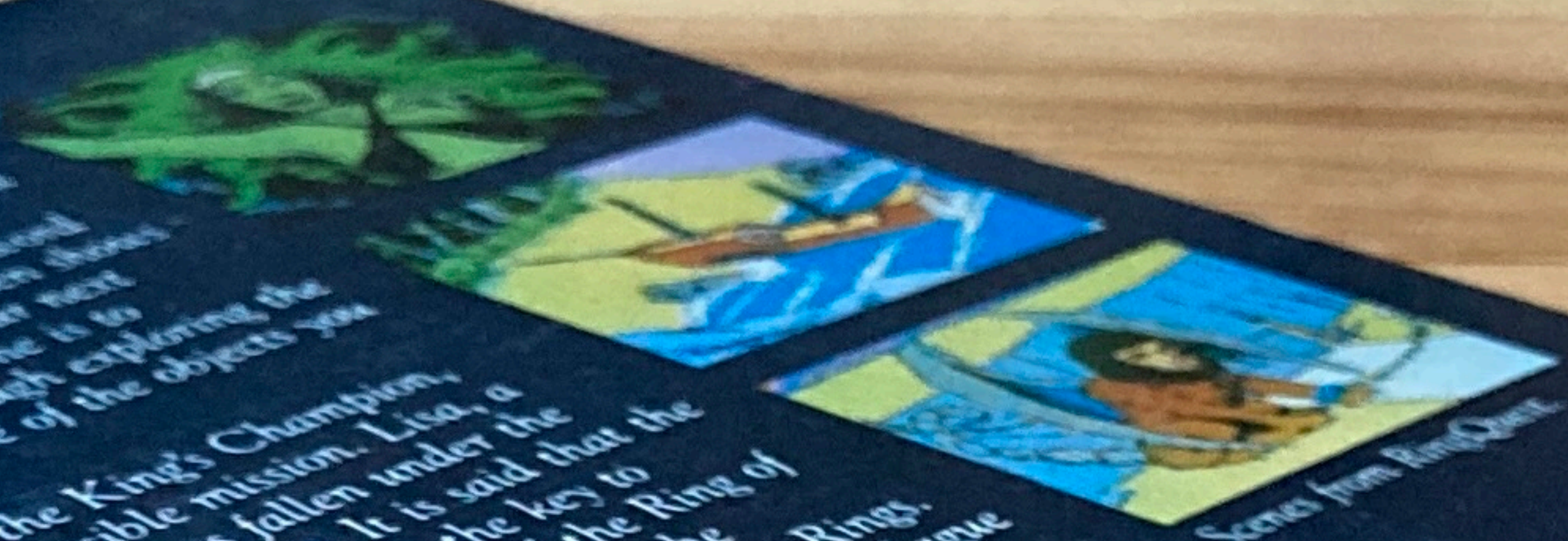
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In RingQuest, you and Gorn, the King's Champion, are sent on a seemingly impossible mission. Lisa, a beautiful and powerful sorceress, has fallen under the control of the diabolical Ring of Chaos. It is said that the Ring of Order, which you now possess, is the key to rescuing Lisa from the destructive powers of the Ring of Chaos. Together, you and Gorn must traverse the countryside in search of Lisa, and reunite the two Rings. Just as you feared, there will be many obstacles to plague you on your venture. Try to pass the legendary encounter strange creatures, good and evil, but most of all, survive your journey!

RingQuest comes complete with stunning graphics, and a parser that accepts full and multiple commands. It is not necessary to have played The Quest before playing RingQuest. Apple version requires 64K minimum.

RingQuest was designed and written for the Apple by Dallas Snell, Joel Ellis Rea, Joe Toller, and Ron Goebel.

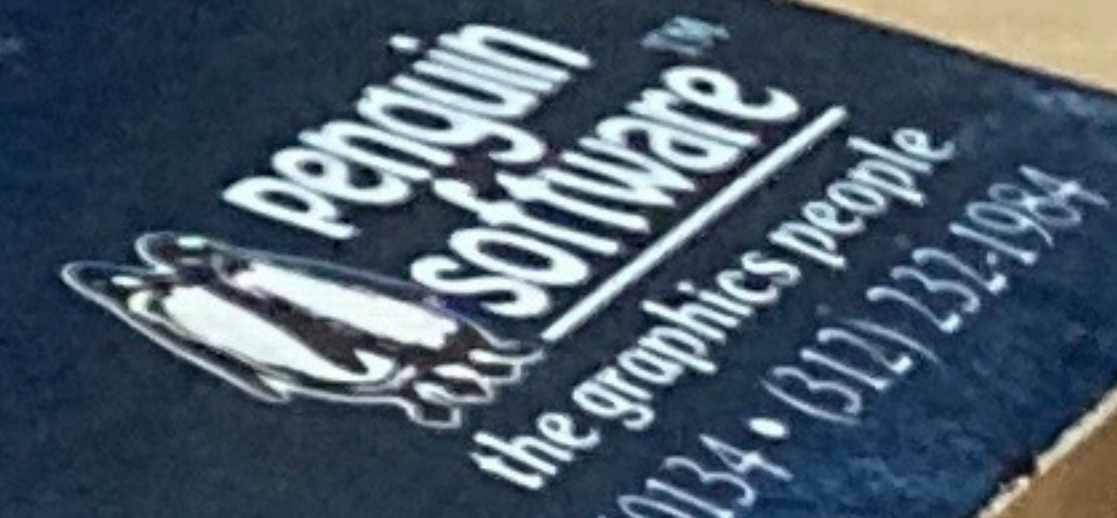
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Screens from RingQuest

RingQuest™

by Dallas Snell,
Joel Ellis Rea,
Joe Toller, and
Ron Goebel



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In an adventure game you are put in a fictitious world inside the computer. The computer shows you where you are, what you see, and where you can go. You travel around and do things by giving the computer commands such as "Look at the Tree," "Take the Sword and Kill the Ogre," and so on. The computer then shows you the result of your action and waits for your next instruction. The object of an adventure game is to accomplish something in particular through exploring the world around you, perhaps using some of the objects you find, and solving puzzles.

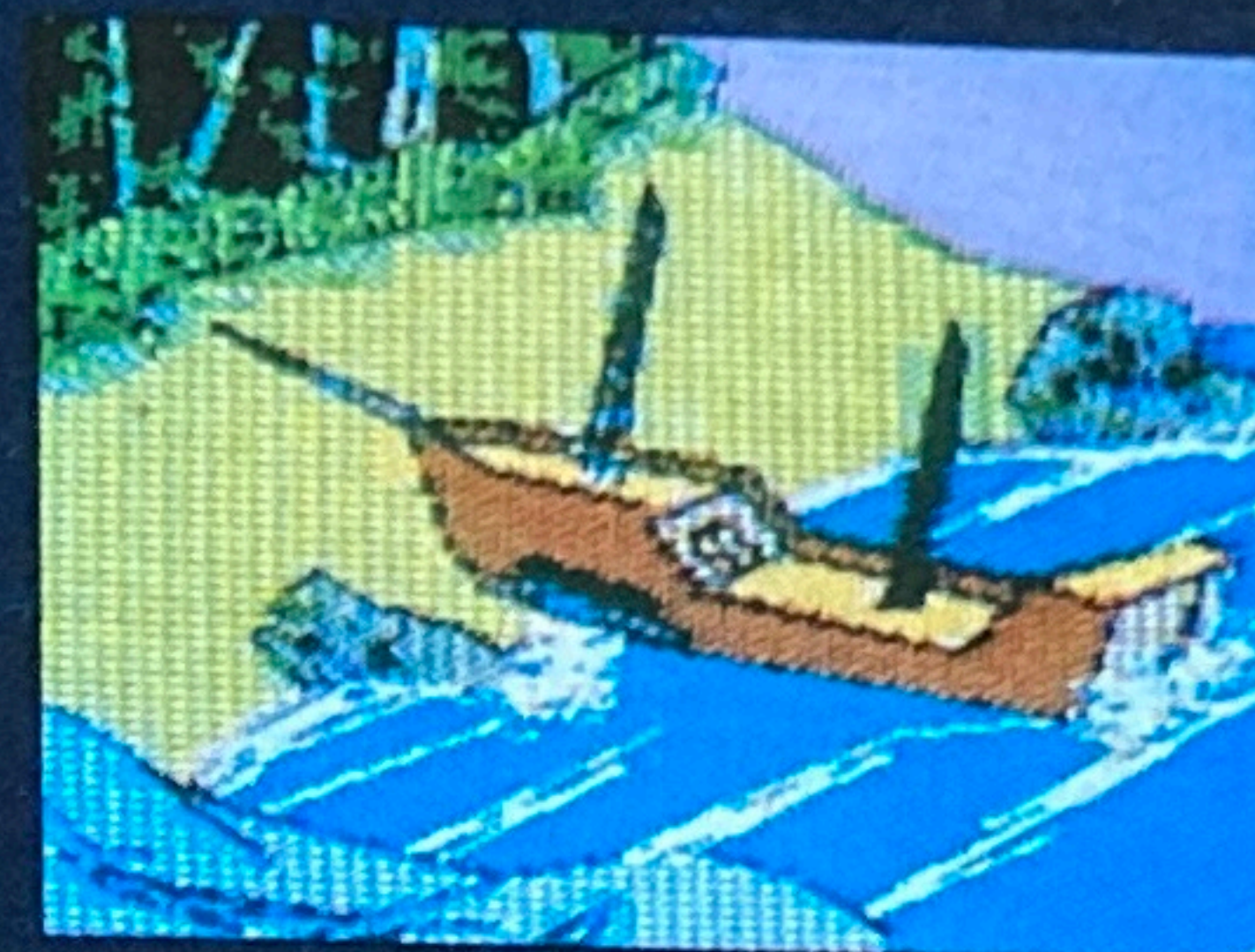
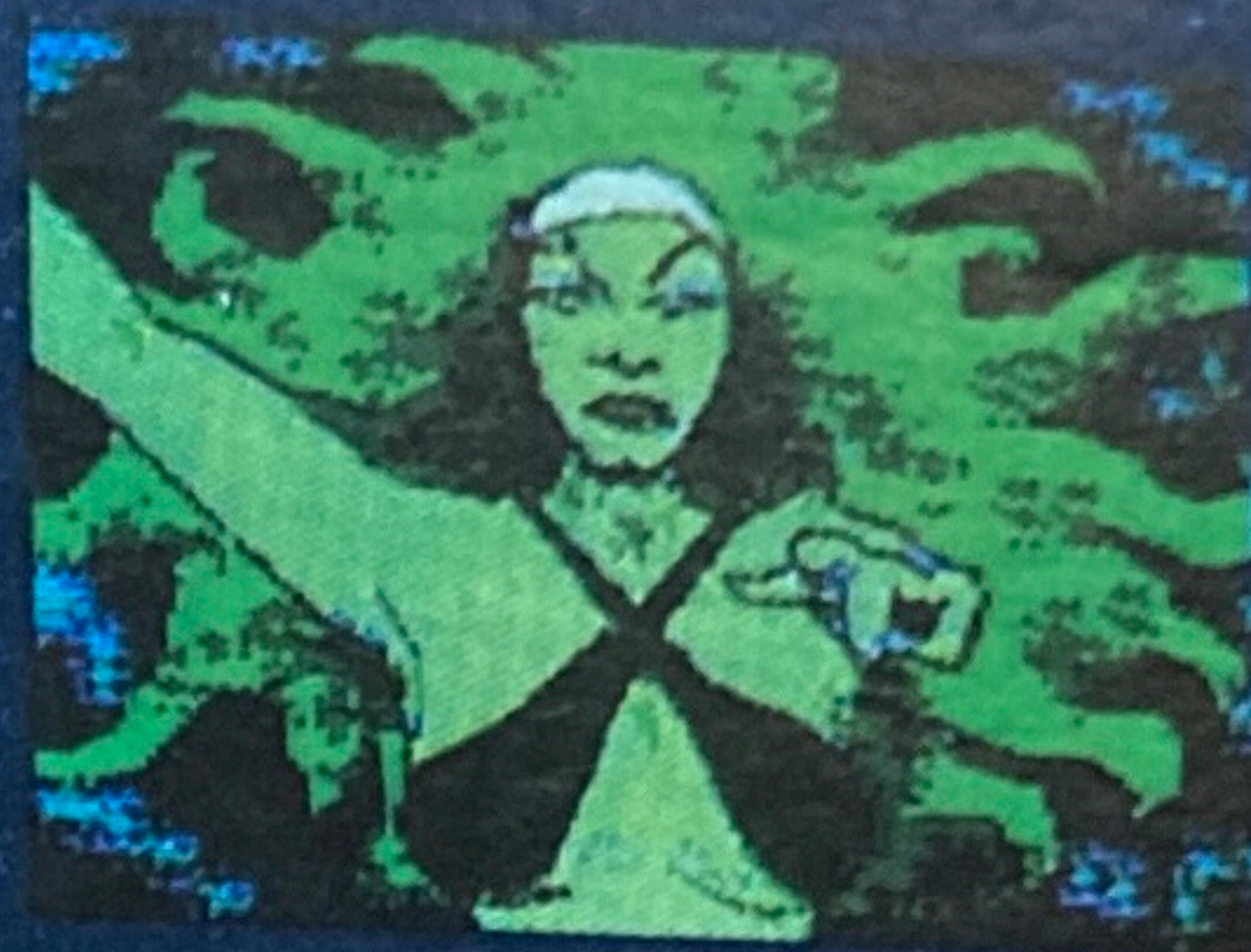
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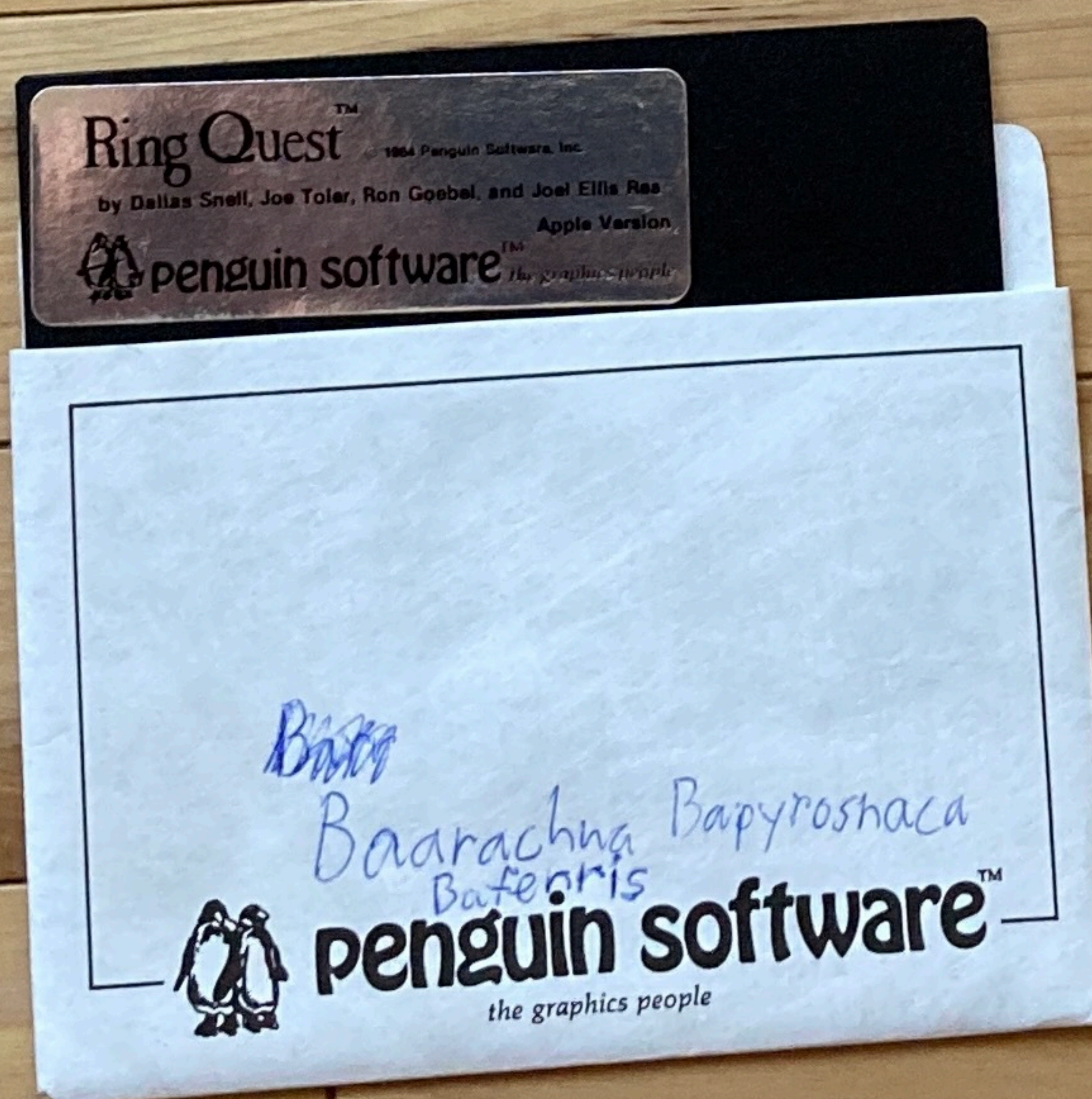
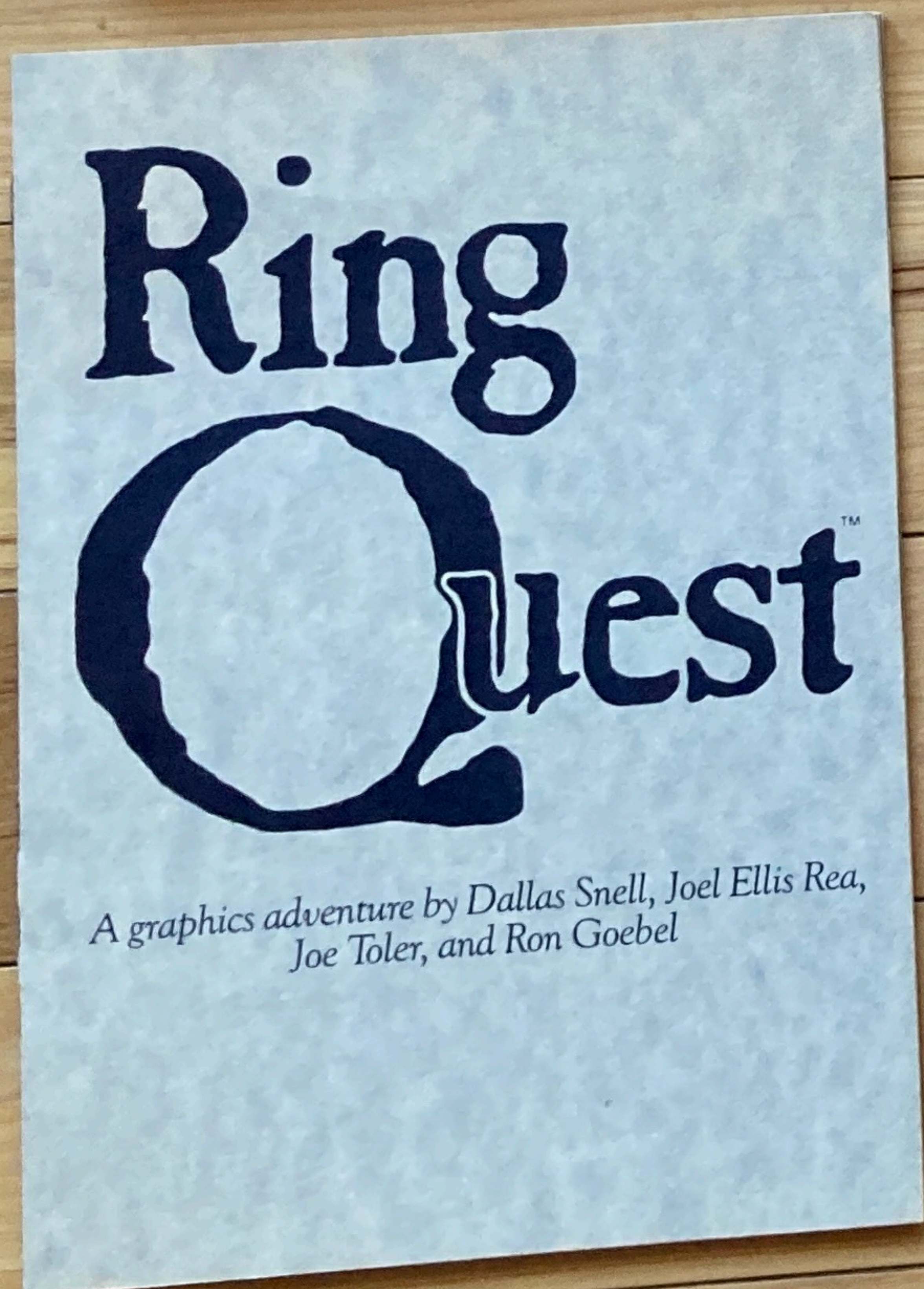
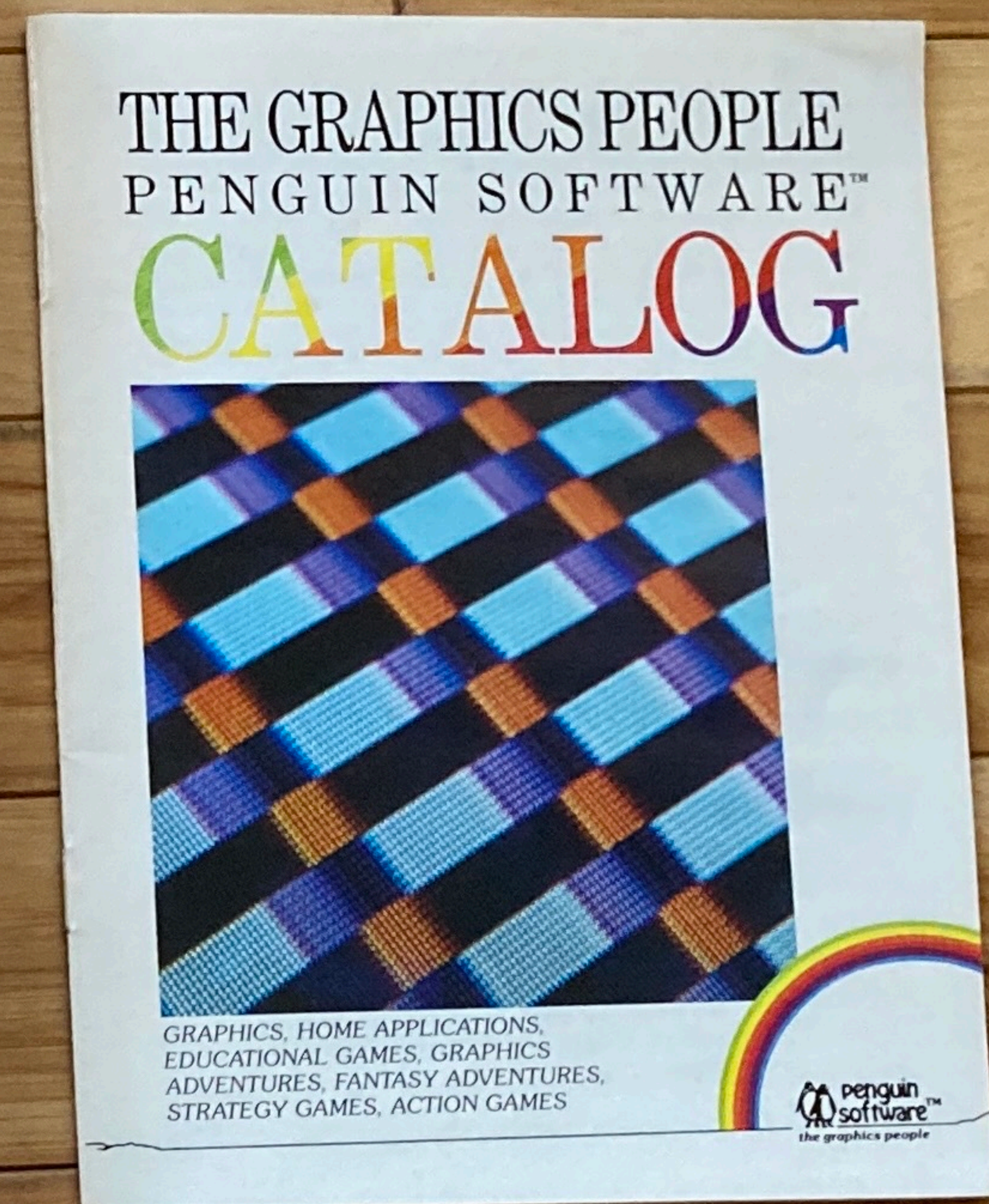
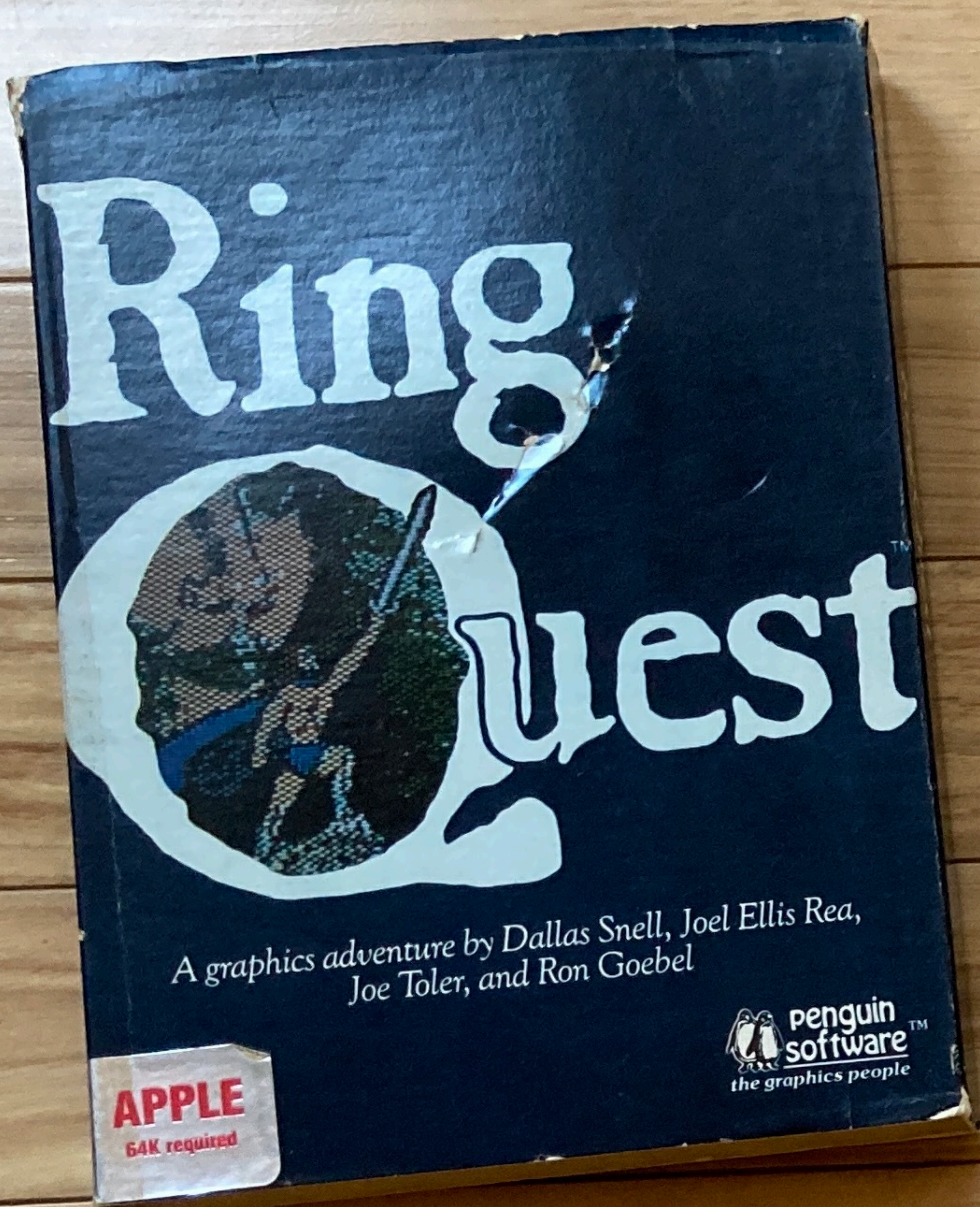
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64K required

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Apple Version

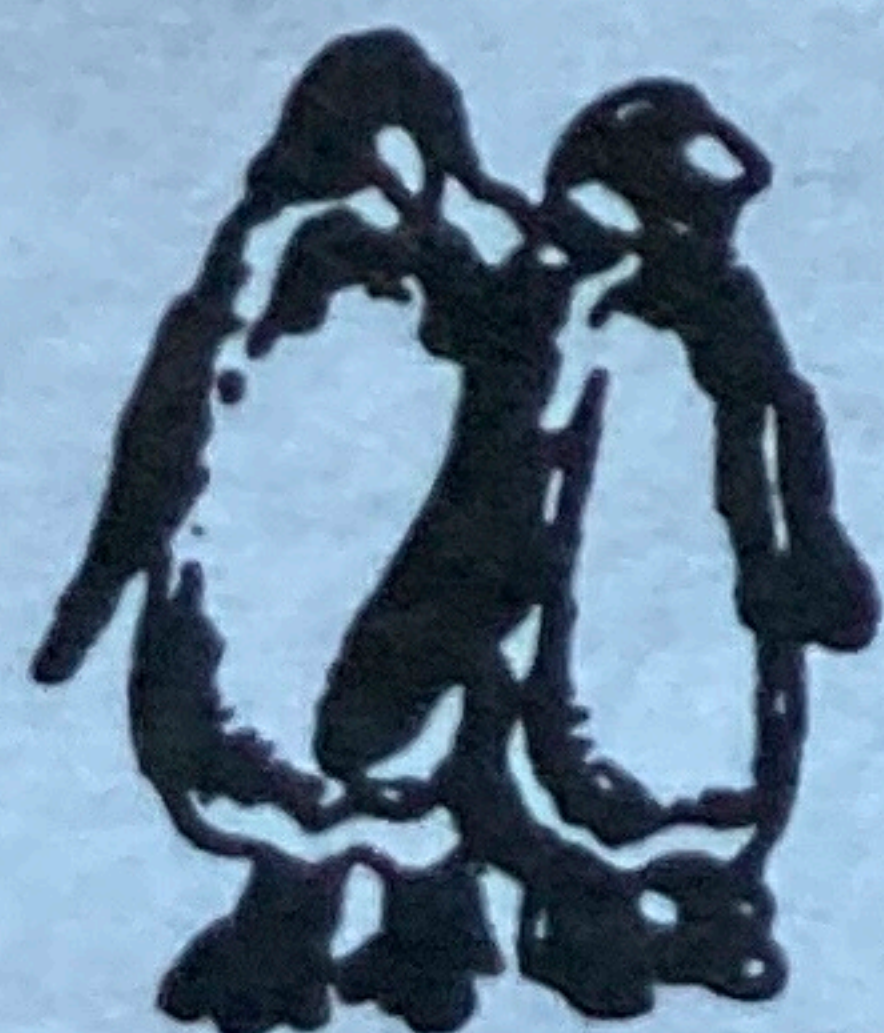


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Baaf

Baarachna Bapyroshaca
Bafentis



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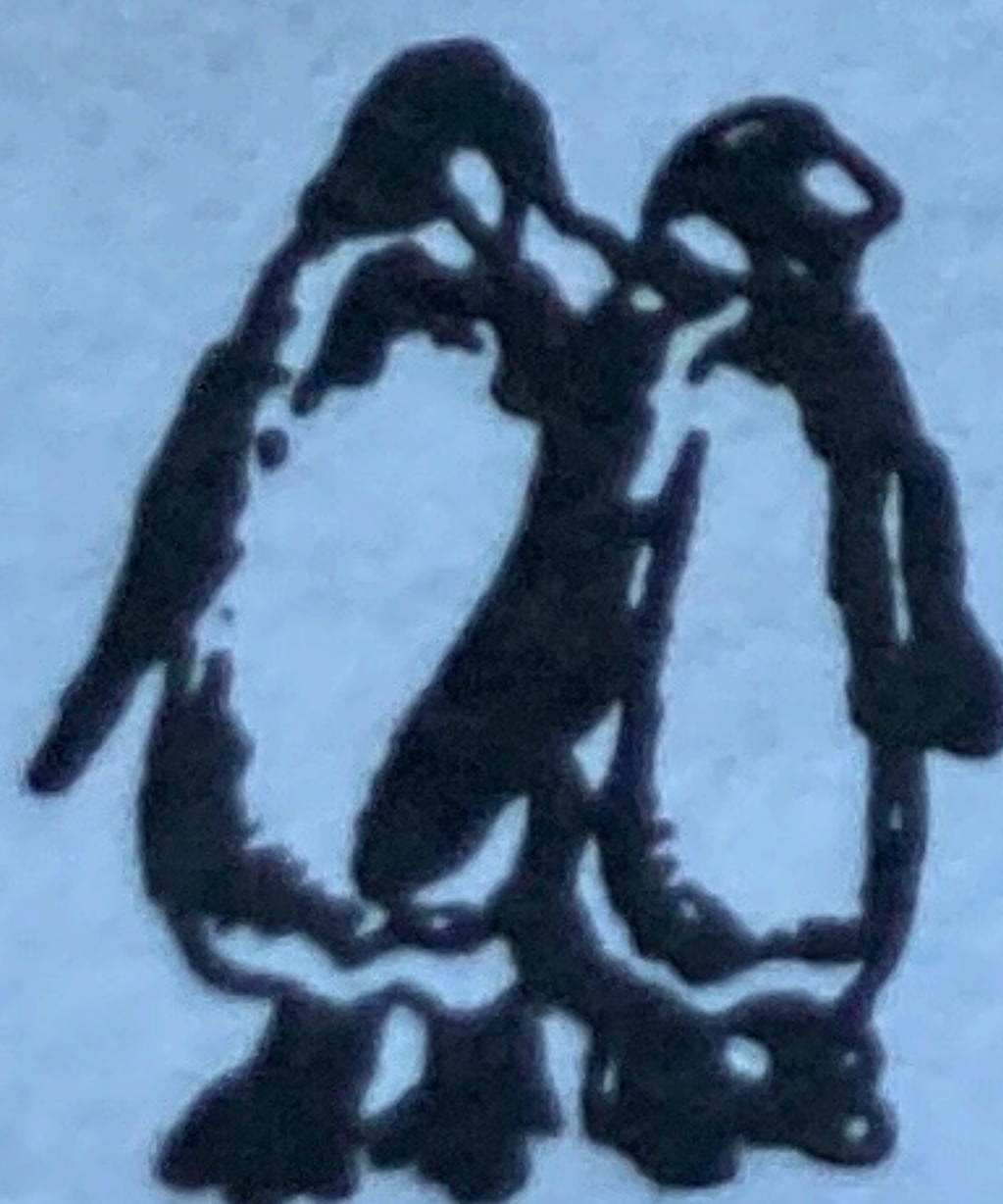


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Apple Version
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Batty

Baarachna Bapyroshaca
Bafentis



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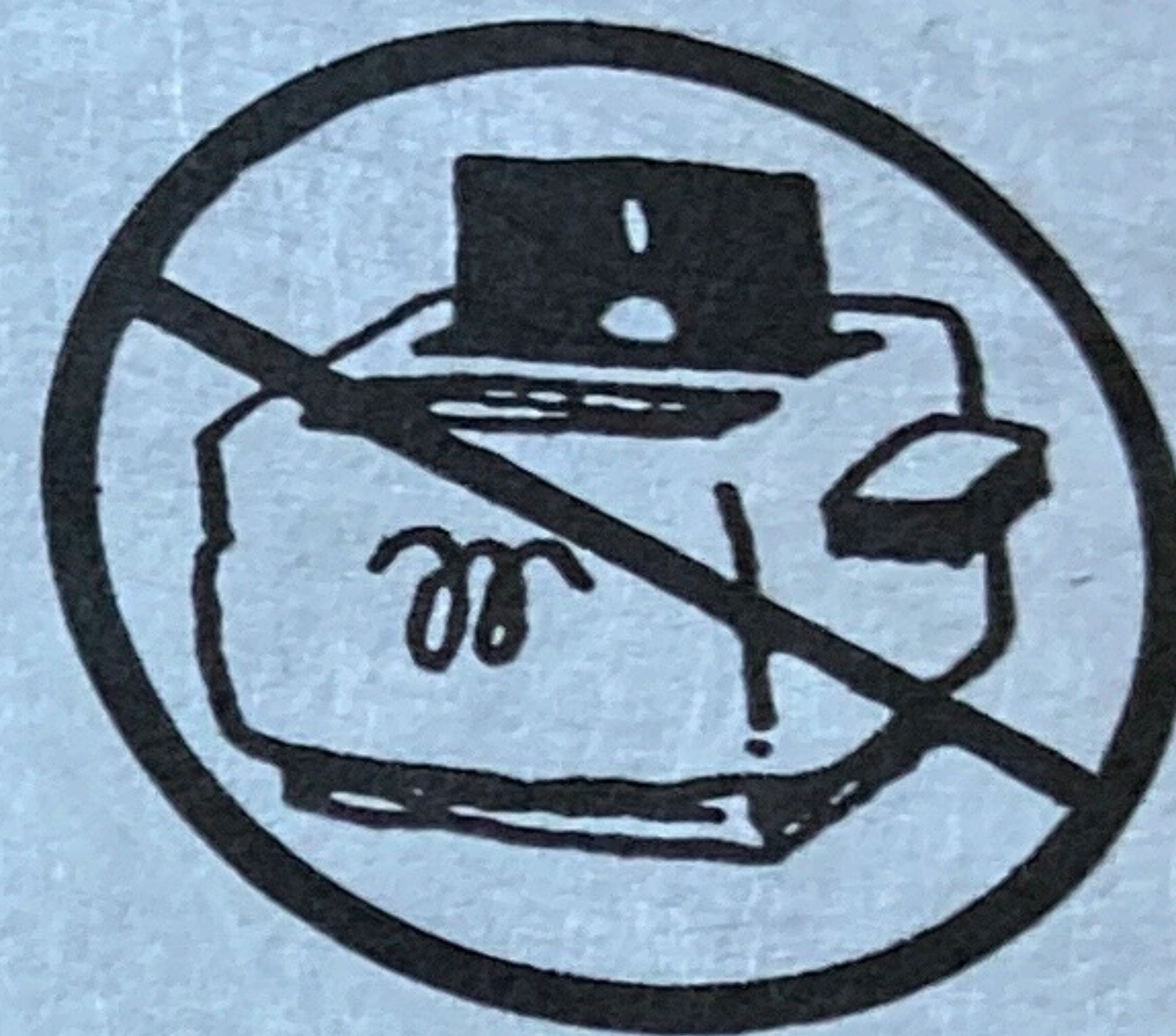
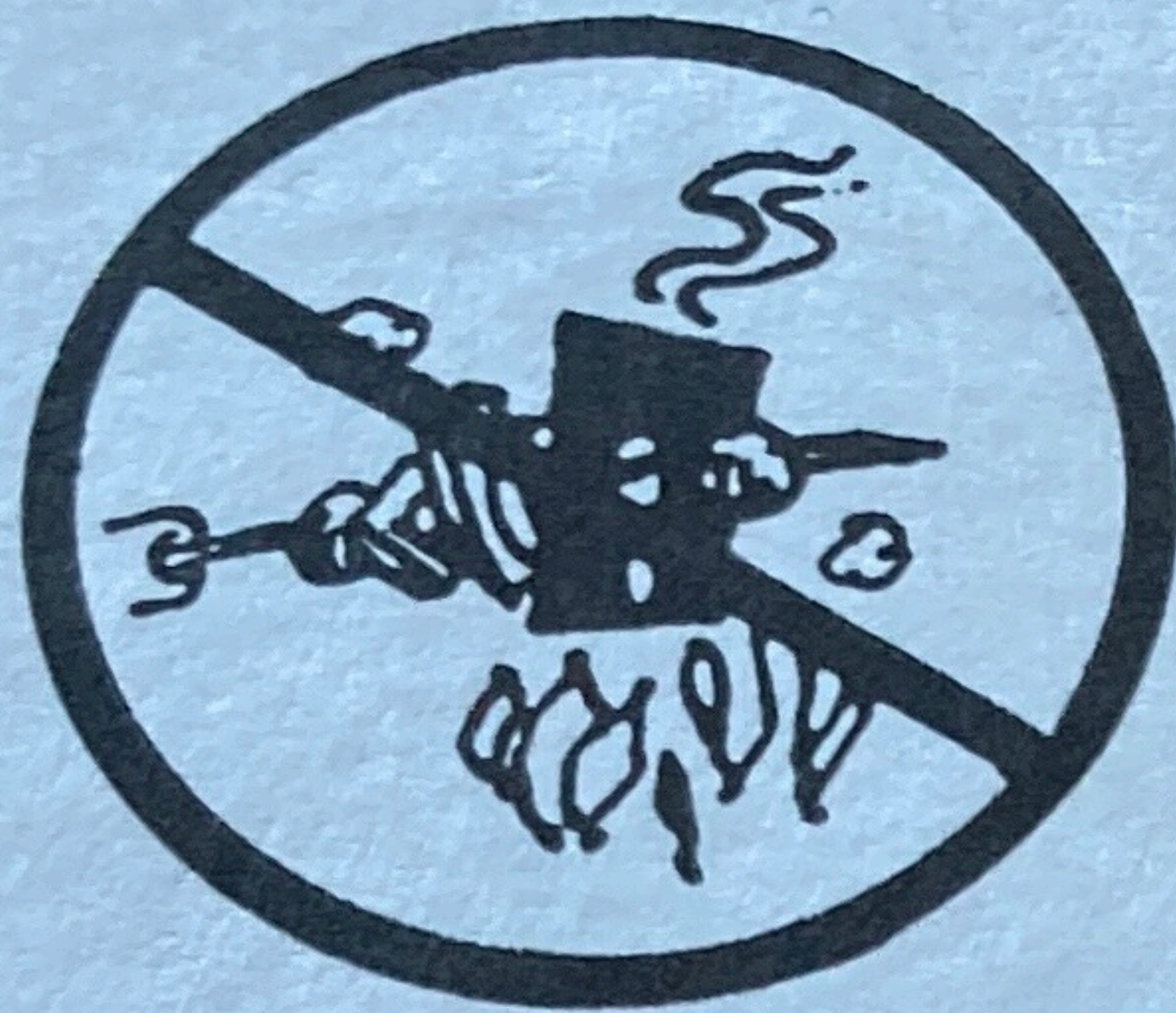
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~~Betty~~

Barachna Bapuro

For extended media life—take care of your Penguin disk.



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ADVENTURES, FANTASY ADVENTURES,
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Ring Quest™

*A graphics adventure by Dallas Snell, Joel Ellis Rea,
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We make

Assembly Lines:
APPLESOFT INST HARD

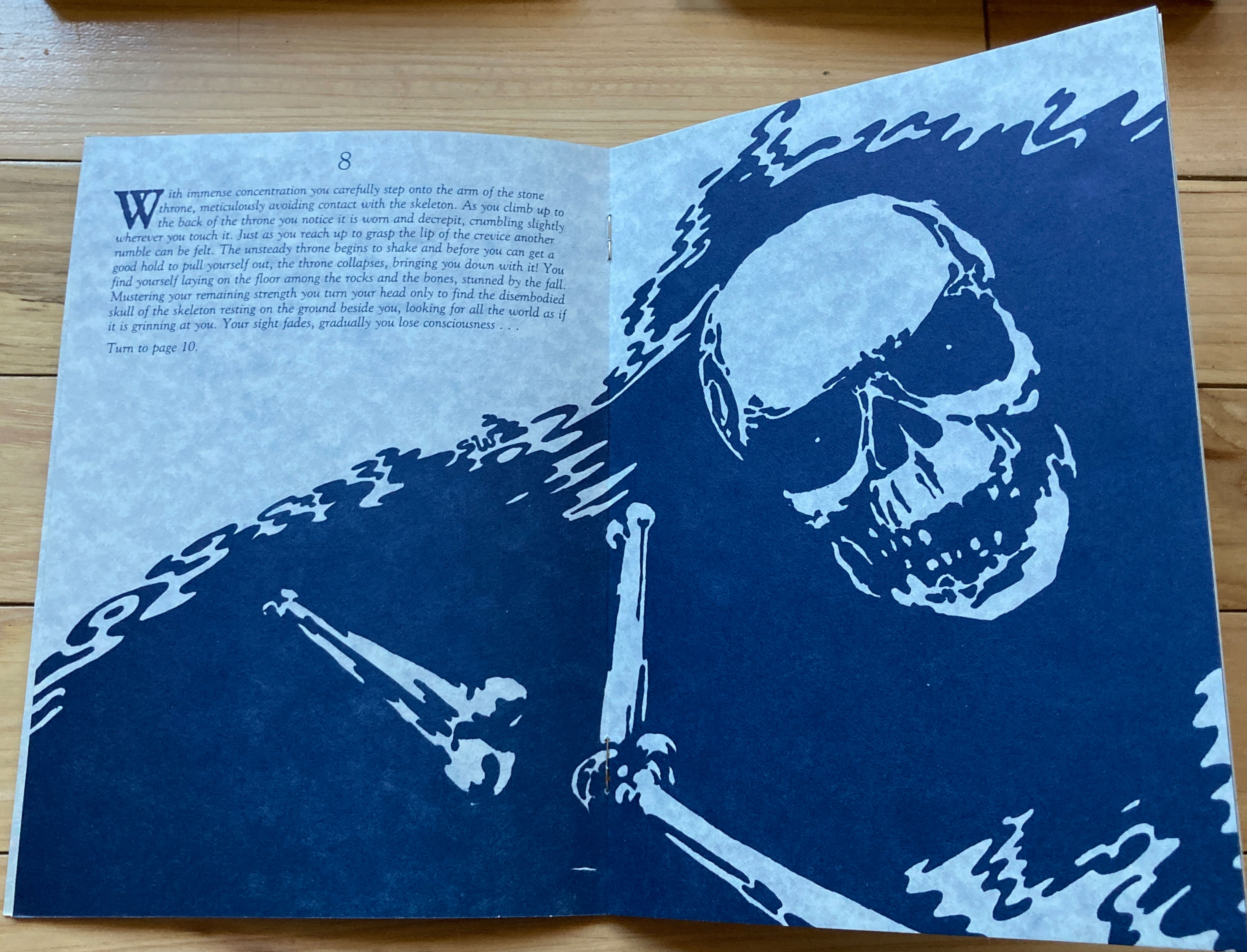
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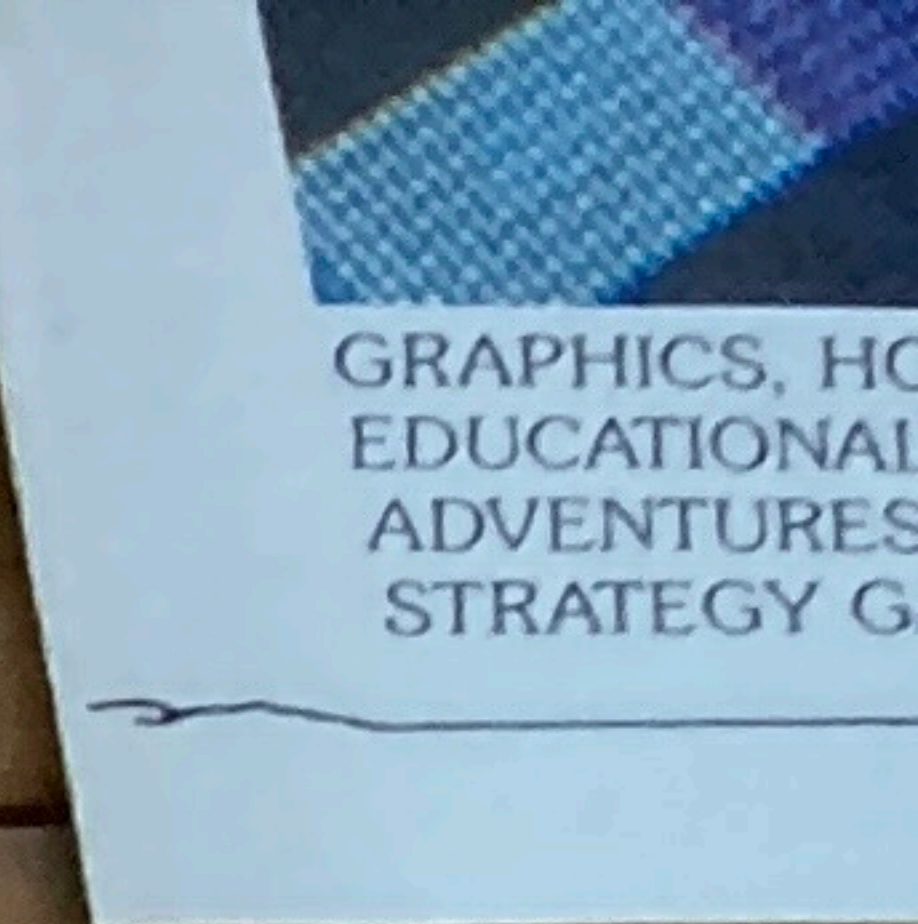
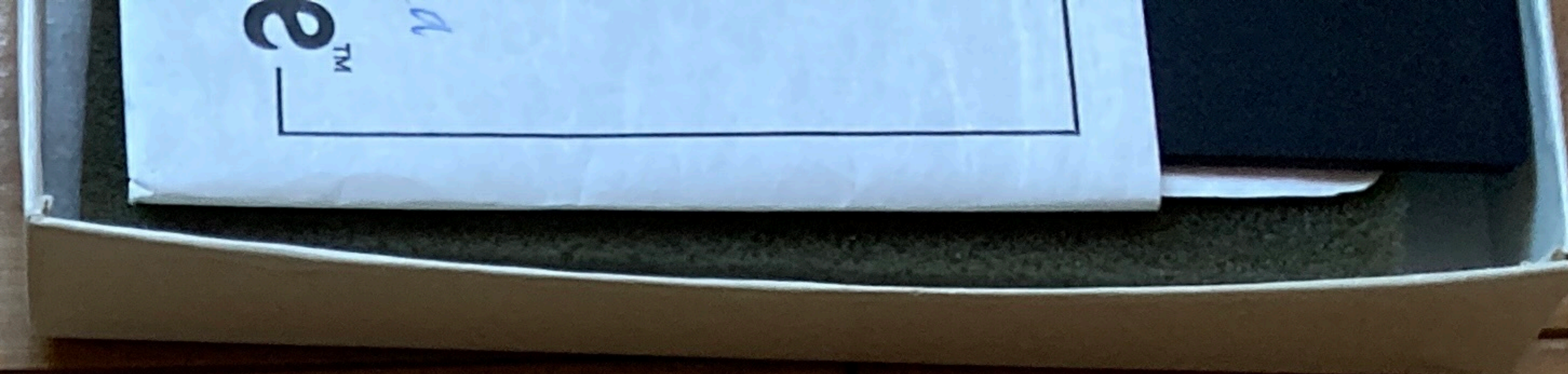
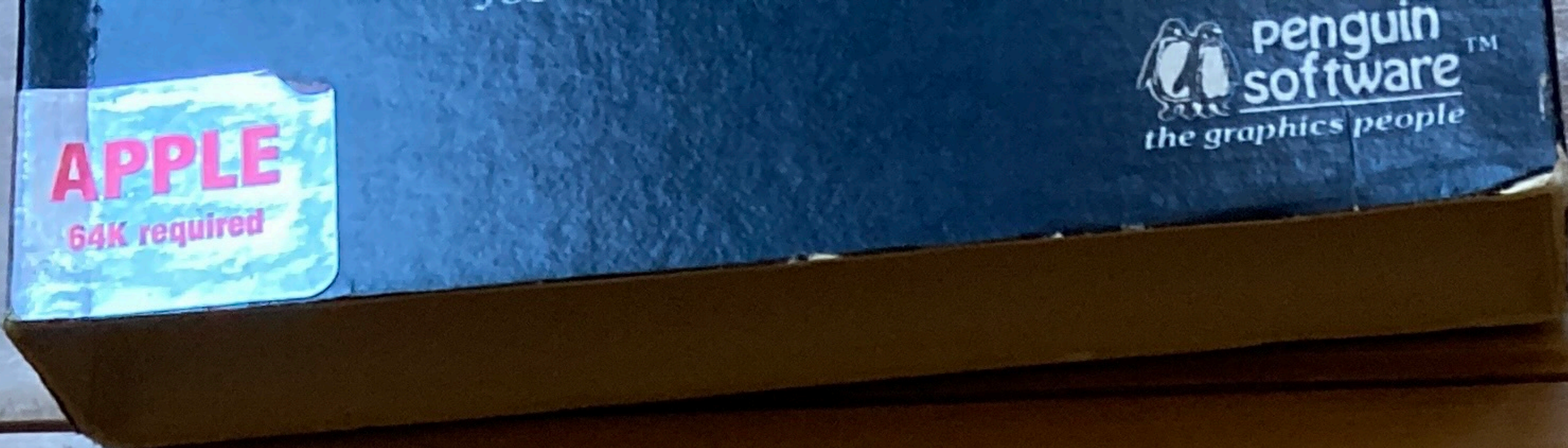
8

83

With immense concentration you carefully step onto the arm of the stone throne, meticulously avoiding contact with the skeleton. As you climb up to the back of the throne you notice it is worn and decrepit, crumbling slightly wherever you touch it. Just as you reach up to grasp the lip of the crevice another rumble can be felt. The unsteady throne begins to shake and before you can get a good hold to pull yourself out, the throne collapses, bringing you down with it! You find yourself laying on the floor among the rocks and the bones, stunned by the fall. Mustering your remaining strength you turn your head only to find the disembodied skull of the skeleton resting on the ground beside you, looking for all the world as if it is grinning at you. Your sight fades, gradually you lose consciousness . . .

Turn to page 10.





Mapping

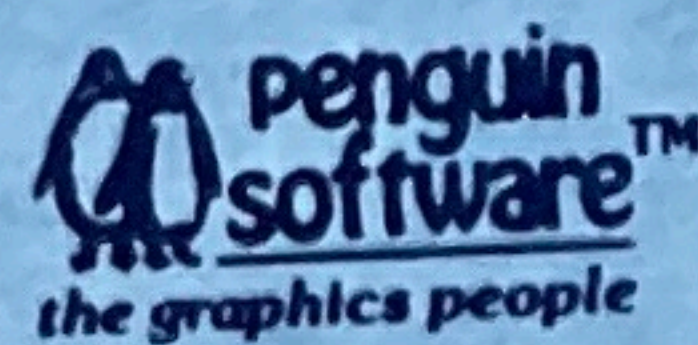
It is generally a good idea when playing an adventure game to make a map as thou goest along. The various roads and paths can be quite confusing and it helps to keep a pencil and paper nearby for keeping track of thine wanderings.

Disk Replacement

If your RingQuest disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software such as RingQuest. Please help us by not making any copies of this program.

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Preston Penguin says:
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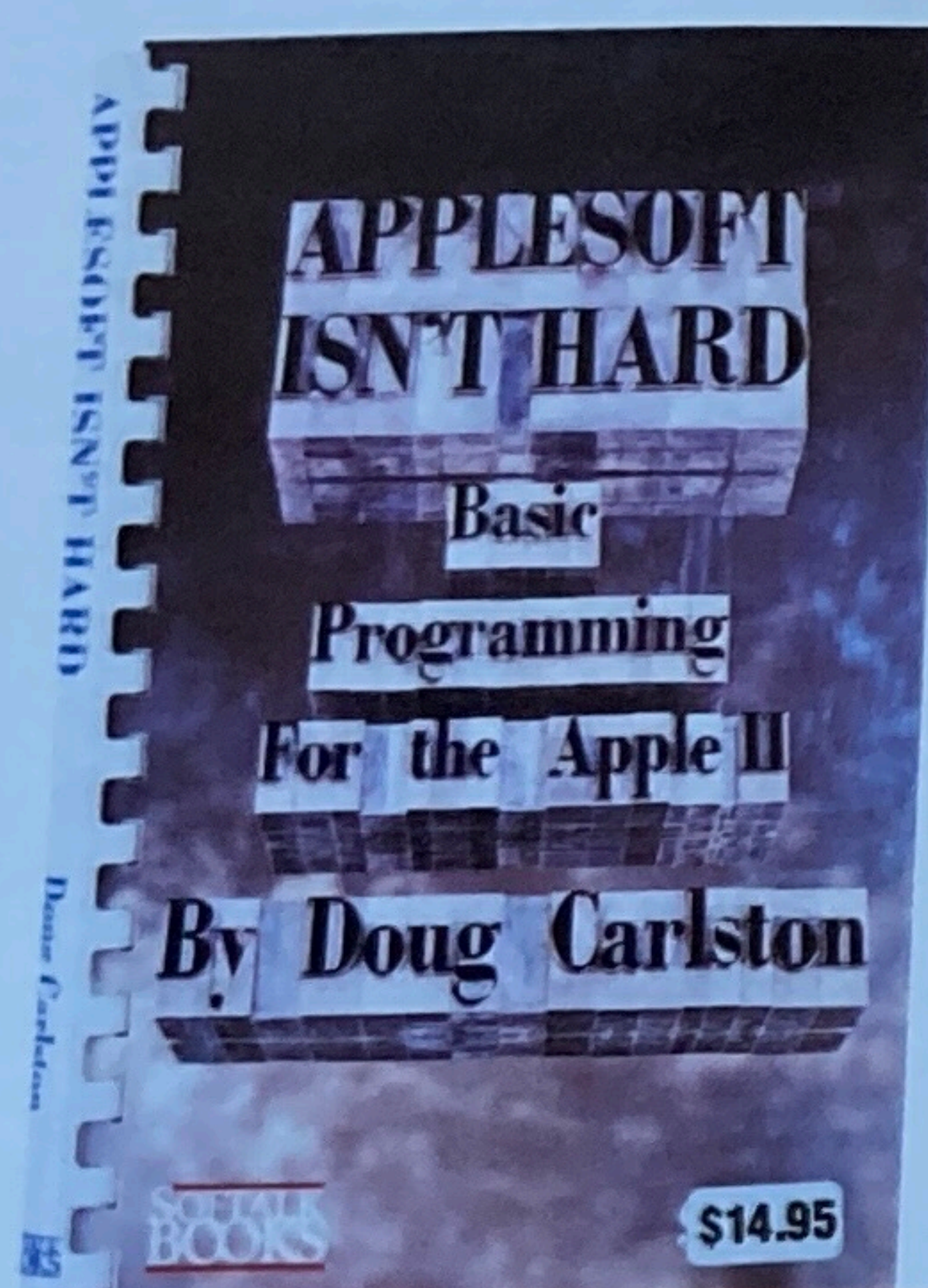
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... on the Apple II+, IIe, and IIc.



APPLESOFT ISN'T HARD

Basic Programming for the Apple II

by DOUG CARLSTON

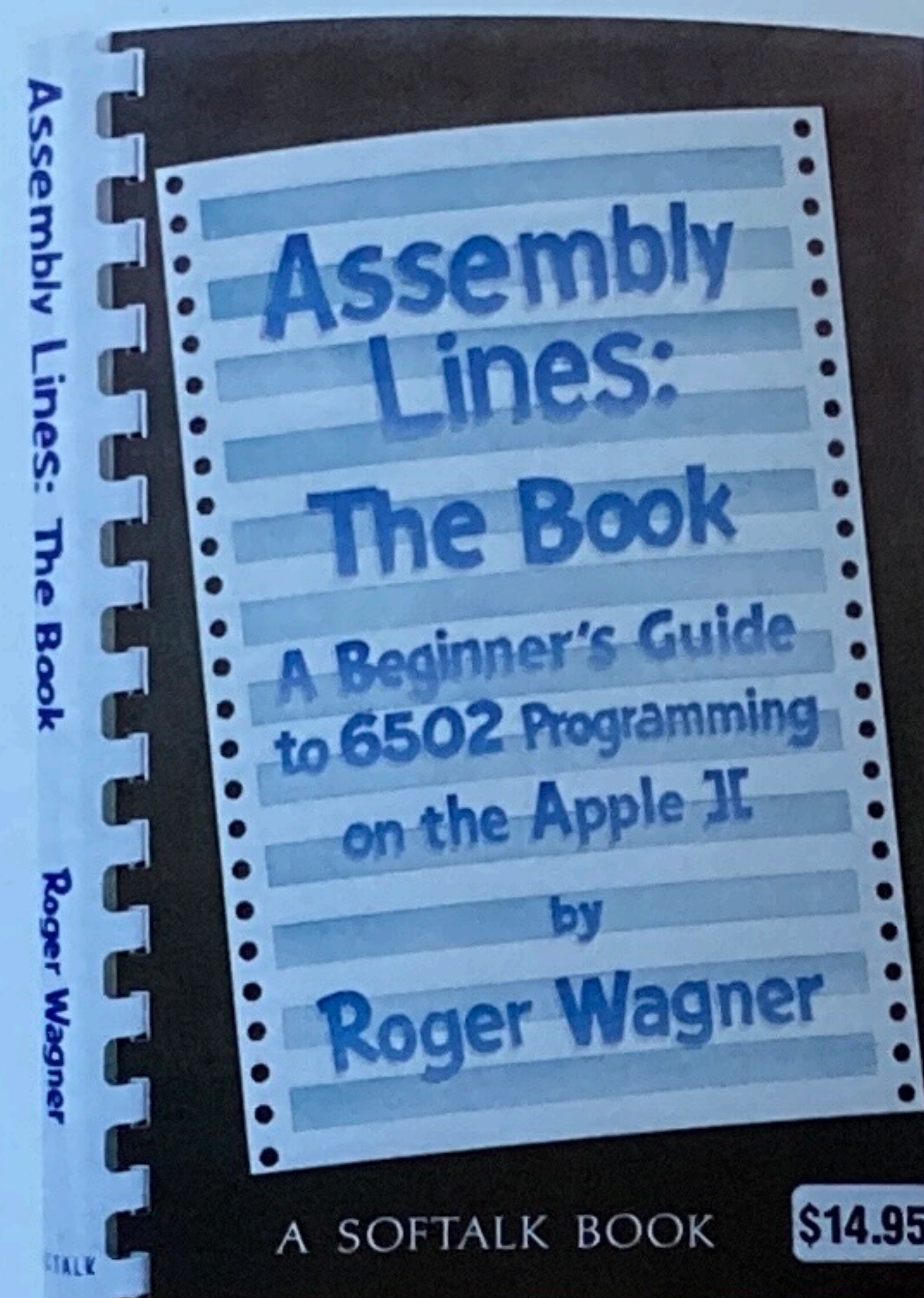
President, Broderbund Software

Learn how to make your computer do what *you* want at your command! Written for the experienced and novice programmer alike, Carlston takes you step-by-step through the many commands available in the Applesoft Basic language. \$14.95

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ASSEMBLY LINES: THE BOOK

A Beginner's Guide to 6502 Programming on the Apple II

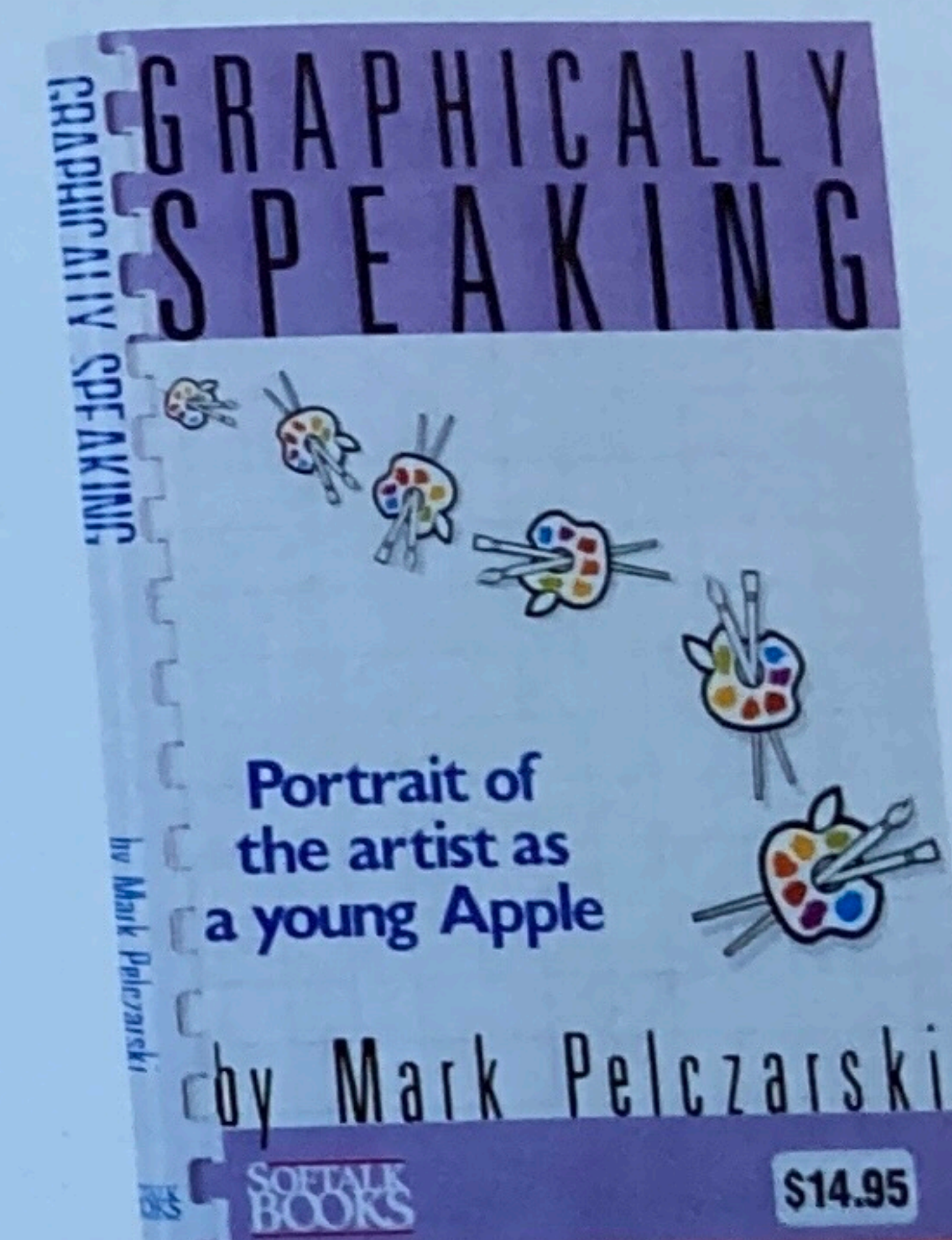
by ROGER WAGNER

President, Roger Wagner Publishing
creator of The Write Choice

Discover the secrets behind super-fast and efficient programming of 6502 machine language that the experts use. In clear, concise language, Roger Wagner makes the basics of assembly language programming accessible to the novice programmer. \$14.95

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GRAPHICALLY SPEAKING

Portrait of the artist as a young Apple

by MARK PELCZARSKI

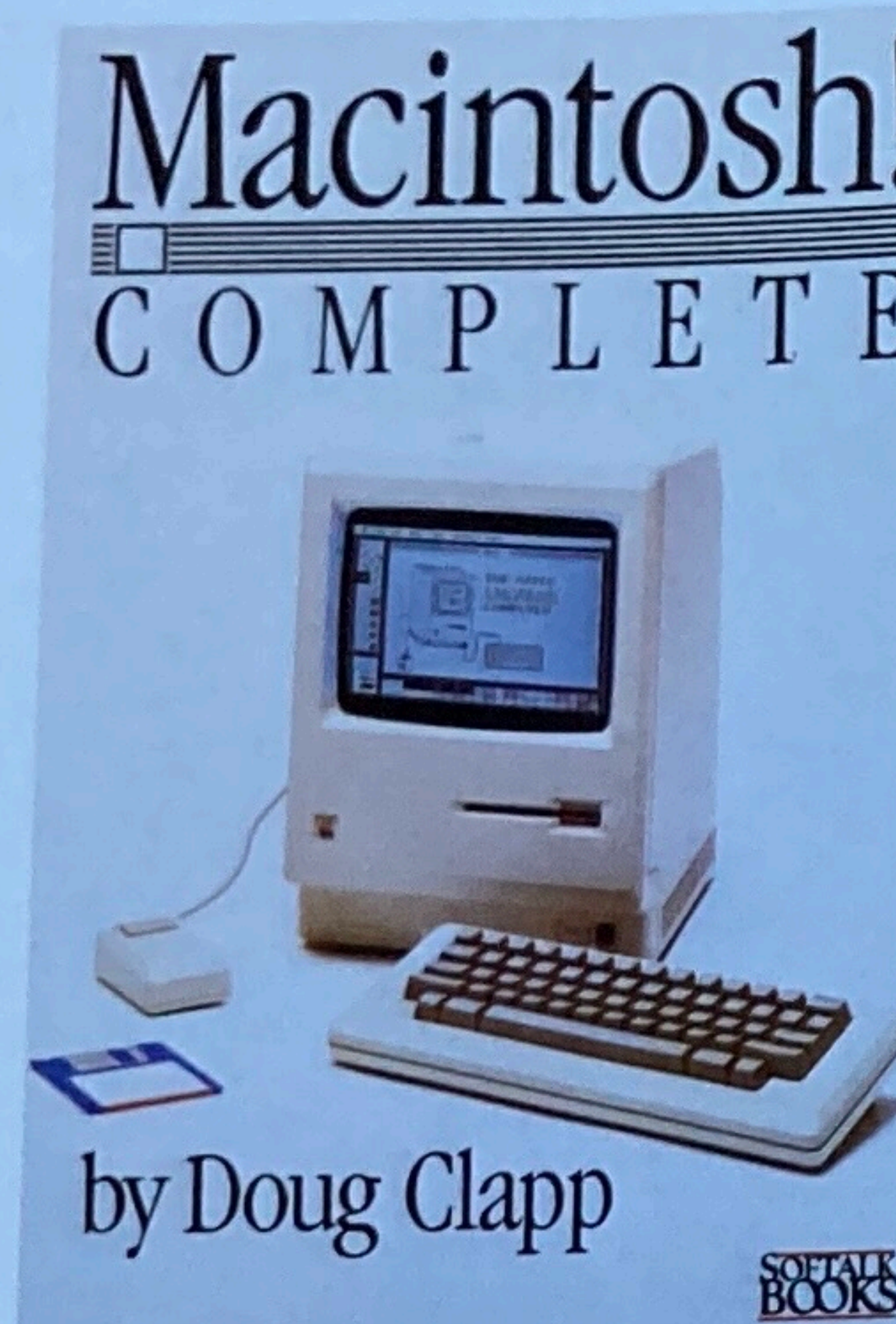
President, Penguin Software
creator of The Graphics Magician

Familiarize yourself with the same graphics tricks and techniques used in the most sophisticated programs. Using the programs in this book will allow you to create art, animation for games, and other fun stuff on your Apple II+, IIe, or IIc. Some of the examples are in BASIC, some are simple machine language routines, all are easy enough for any beginner. \$14.95

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... on the Apple Macintosh.



Macintosh! COMPLETE

by DOUG CLAPP

former weekly columnist for INFOWORLD

Make the most of your Apple investment. Discover precisely what your Macintosh can do, and how to make it work for you. Just what the title says, this is complete information about the Macintosh system. Includes information on operation, software, programming, hardware, glossary, and other available facts about the Mac.

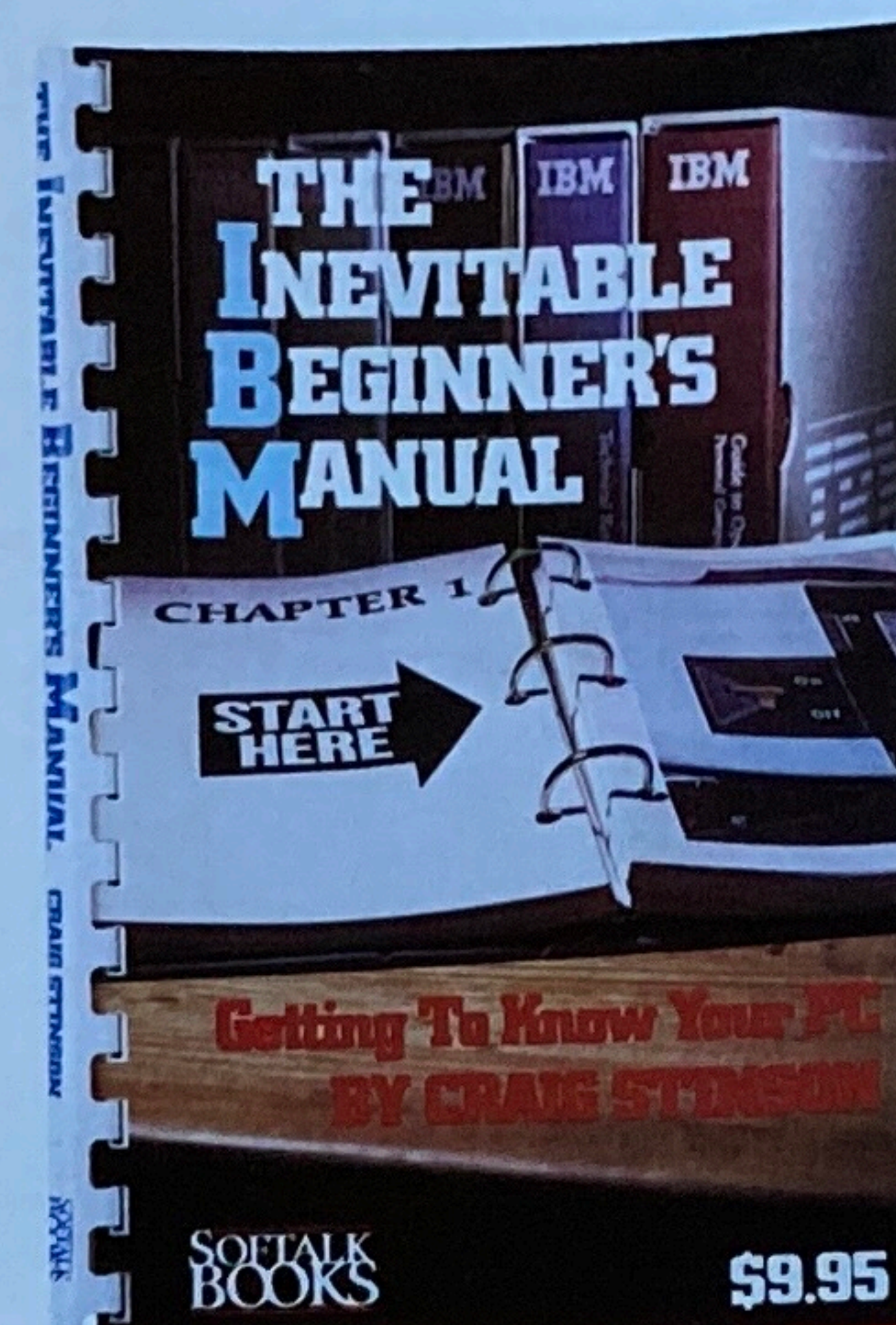
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... on the IBM PC.



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Getting to Know Your PC

by CRAIG STINSON

editor of SOFTALK for the IBM Personal Computer

You've bought your IBM PC... now what? Explains to you the absolute basics of the IBM PC and the Compaq in nontechnical terms. Not meant to be used as a programming or DOS tutorial, it instructs you in the care and understanding of your hardware and makes further explorations of your machine and its capabilities easier.

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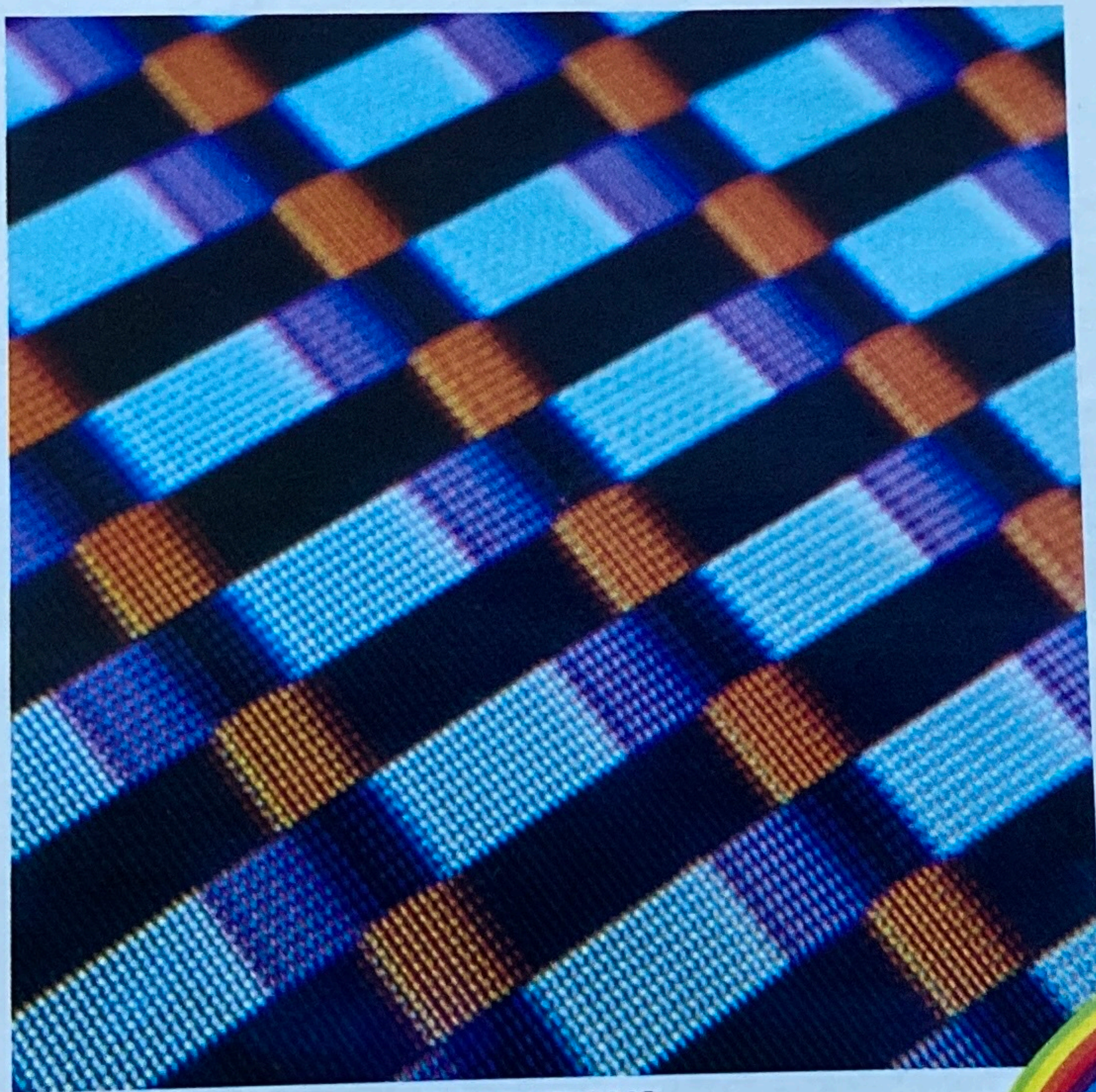
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THE GRAPHICS PEOPLE PENGUIN SOFTWARE™ CATALOG



GRAPHICS, HOME APPLICATIONS,
EDUCATIONAL GAMES, GRAPHICS
ADVENTURES, FANTASY ADVENTURES,
STRATEGY GAMES, ACTION GAMES



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HOME APPLICATIONS

DISK arRANGER™



by William Swanson and Jon Niedfeldt

DISK arRANGER lets you easily organize the files on your disks. The disk catalog can be alphabetized by file name or file type, individual file names can be moved elsewhere, "dummy" file names can be added as headings or remarks, and the "hello" program can be changed to any program on the disk. Any file can be deleted, undeleted, locked, or unlocked. It will also display the amount of free space on the disk and a visual map showing the usage of the entire disk or the physical location of any file on the disk. Best of all, it's easy to use.

THE DISK REPAIR KIT™

by David Winzler

The Disk Repair Kit is a program that you hope you'll never need; but somehow there are always circumstances when you do. And when you've got that disk that suddenly just won't work, it can save hours of frustration. The Disk Repair Kit will fix most disks that seem to be "blown," by reading the disk, comparing the information to what it knows the disk format should be, and automatically reconstructing areas with damaged information. Most common errors are repaired automatically for you. The Disk Repair Kit even lets you examine information that seems to be lost and lets you go in and try to interpret and correct it. It's an invaluable tool.

EDUCATIONAL GAMES

THE SPY IN EUROPE™

an adventure in geography for ages 8 and up by Marsha Meuse and Mark Pelczarski

This is the first in a series of educational graphics adventures by Penguin Software. This game takes one or more players around Europe in search of Dr. X. Players choose their destinations from a map of Europe, and within each country must try to find clues in some of its most well-known places. Simple facts about the countries are interspersed throughout the game, and can help with the solution. In this way, the program teaches and reinforces basic knowledge of the geography of Europe. Besides a single-player option, there are two multiple-player versions that allow either competitive or cooperative games (spy against spy, or a spy network).



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